AMENDMENT TO THE SPECIFICATION

Please replace the paragraph at page 20, lines 3-13, with the following:

As shown in Fig. 4, the set-top box has a tuner 301 which receives and tunes applicable satellite RF signals in the range of 950-1450 Mhz from a satellite antenna 317. The tuned analog signals are outputted to a link module 302 for further processing. Link module 302 is responsible for further processing of the analog tuned signals I_out and Q_out from tuner 301, including filtering and conditioning of the analog signals, and conversion of the analog signals into a digital output signal, DATA. The link module 302 is implemented as an integrated circuit (IC). The link module IC is manufactured by SGS-Thomson Microelectronics of Grenoble, France, and has Part No. ST 15339-610. The set-top box is powered by power supply 311 which delivers +3.3V, +5.0V, +12.0V, +21.2V and -5.0V. Power supply 311 provide a smart card supply and LNB supply.

Please **replace** the paragraph at page 24, lines 9-15 with the following:

As discussed above, in the system shown in Fig. 4, a user may select a program, for example, by simply highlighting the grid, as indicated by the numeral 530, containing the desired program in an electronic program guide as shown in Fig. 5. The title 540 of the highlighted grid is displayed above the time line 501. In addition, if a program selected is a pay-per-view event, the ARM controller 315 of the system shown in Fig. 4, will cause the OSD processor 320 to display an exemplary "program details" screen as shown in Fig. 9.

Please **replace** the paragraph at page 25, lines 3-12 with the following:

As shown at step 602, of Fig. 6A, a user is further provided with the options of "buy program" 930, or "buy and record" a program 940 and EXIT. If the user selects the option of just buying a program, as shown at step 605, the ARM processor will first set a variable "record" to zero (0) as shown at step 607. The ARM processor 315 will then check to see whether the user has exceeded his or her purchase spending limits as shown at step 619. A purchase limit is similar to a pre-set credit card limit for credit cards, it allows a pay-per-view service provider to limit its own financial risks and to avoid potential frauds. If the user selects to EXIT at step 602, step 602 is followed by step 603 where locks are reset.

Please **add** the following new paragraph at page 25 between lines 12 and 13:

At step 619 if the pre-set spending limit is exceeded, a password is confirmed at step 621. If the password is not confirmed at step 621, the program of Fig. 6A returns to step 602. On the other hand, if the password is confirmed at step 621, the program of Fig. 6A is followed by step 623 where a PSW_FLAG is set to 1. Step 623 is followed by step 625.

Please **replace** the paragraph at page 25, lines 13-24 with the following:

As shown at step 625, if this pre-set spending limit is not exceeded, the ARM processor 315 will proceed to process and store purchase information for this selected pay-per-view program. Basically, the ARM processor 315 will store, for example, the start and stop times of the selected program and causing tuner 301 to tune to the appropriate channel and decrypt the purchased pay-per-view program at the appropriate time. Once the purchase information is processed as shown at step 625, the ARM processor 315 will check to see whether the "record" variable has been set to one (1), at step 627, indicating a record request. Since this is the buy-

only case, "record" was previously set to zero at step 607. Therefore, the control program will

branch to "A", at step 650 of Fig. 6B.

Please **add** the following new paragraph at page 26 between lines 4 and 5.

If at step 615 a timer slot is not available, the program of Fig. 6A proceeds to step 613

where a NO TIMER SCREEN is displayed to CANCEL or CONTINUE. If the CANCEL is

selected, the program returns to step 602. If CONTINUE is selected the "record" variable is set

to 0 at step 617. After step 617, the program of Fig. 6A proceeds to step 619, previously

described.

Please **replace** the paragraph at page 26, lines 12-19 with the following:

A user can then select one of 8 timers 1191-1198 to be programmed for recording or

viewing a program by completing an on-screen sentence 1199. The aspects of completing a

sentence to set a timer for viewing or recording a program are discussed in detail in U.S. Pat. No.

5,682,206, issued to Wehmeyer, etc., and assigned ~~the~~ to the same assignee of the present

invention. When the sentence is completed, the user may select "Run timer" 1180 to complete

the timer programming for the timer selected.

Please **replace** the paragraph at page 27, lines 21-29 through page 28, lines 1-10 with the

following:

If a timer conflict does not exist, as determined at step 629 of Fig. 6A, then step 629 is

followed by step 628 where timer flag is set to 1. The program will then jump to point B, step

660, of Fig. 6B. If a timer conflict exists for this selected program, as determined at step 629 of

Fig. 6A, then the ARM microprocessor 315 will cause the OSD processor 320 to display a timer

conflict screen (not shown), at step 631, for a user to resolve the timer conflict. An example of a

timer conflict screen may simply be a warning message to the user that a timer conflict exists for

this selected program and the user is given the option of either canceling this program selection

or to resolve the conflict. If the user selects to resolve the timer conflict, the program of Fig. 6A

proceeds to confirm a password or make sure a password has been confirmed, giving the user the

authority to change timers, shown at step 633. After the password has been confirmed, the ARM

processor will cause the OSD processor 320 to display, for example, the timer display screen

1190 of Fig. 11 so that the user can proceed to resolve any time conflict, at step 637. The user

can resolve the timer conflict by changing or selecting the timer that is in conflict with the timer

of the current selected program. This new time information for the timer that has been changed

is then stored and a timer flag is set to 1 at step 641. The program will then jump to point A, step

650, of Fig. 6B.

Please **add** the following new paragraph at page 28 between lines 10 and 11.

If at step 631 the CANCEL option is selected, the program will then jump to point C, step

670, where the program will return to step 602. Moreover, if the determination at step 633 is

"NO", then the program displays a UNABLE TO SET TIMER SCREEN at step 635. The

UNABLE TO SET TIMER SCREEN provides an option to CANCEL or IGNORE. If

CANCEL, then the program jumps to point C, step 670. If IGNORE, then the program moves to

step 639 where the "record" variable is set to 0. The program will then jump to point A, step

650, of Fig. 6B.

Please **replace** the paragraph at page 28, lines 11-17 with the following:

Continue on at step 645 of Fig. 6B for the user action of buying and recording a program, the ARM processor 315 will prompt the user to confirm the purchase. If the user confirms the purchase, the ARM processor 315 will perform the necessary process to finalize the purchase, including updating relevant program registers, including setting variable "PURCH-FLAG" to one (1), and storing the purchase information in memory 316, for example, at step 647. If the user does confirm the purchase at step 645, the program jumps to point C, at step 670 of Fig. 6A.

Please **add** the following new paragraph at page 28 between lines 17 and 18.

Turning again to Fig. 6B, point B, step 660 of Fig. 6B proceeds to step 642 where the password is confirmed or a determination whether PSW_FLAG is 1 is performed. If the password is not confirmed, the procedure of Fig. 6B proceeds to step 643 where an UNABLE TO SET TIMER SCREEN is displayed. At step 643, a user has an option to CANCEL or IGNORE. If CANCEL is selected, the process jumps to point C, at step 670 of Fig. 6A. On the other hand, if IGNORE is selected, the process jumps to point A, at step 650 of Fig. 6B.

Please **replace** the paragraph at page 29, lines 22-29, to page 30, lines 1-7 with the following:

Once "Clear Timer 2" 1183 is selected, the program shown in Fig. 7 will first determine whether this selected timer 2 is related to a purchased event, as indicated by whether the variable PURCH_FLAG is set to 1, shown at step 701. If this timer is related to a purchased pay-per-view event, then the ARM microprocessor 315 will cause an exemplary display screen 1200 as shown in Fig. 12 to be displayed, at step 703. The display screen 1200 includes description

about the purchased event similar to that shown in Fig. 9 previously discussed. Included on the

screen is the option of "Cancel Purchase" 1201. If the user then highlights this option as shown

at step 705, this purchase will be canceled, as shown at step 707. The program will then proceed

to clear timer 2 as indicated at step 709. The program then proceeds to set PURCH_FLAG to 0,

at step 713, since this program is no longer being purchased. The program in Fig. 7 will then

jump back to the point of entry (POE) as indicated at step 715.

Please **add** the following new paragraph at page 30, between lines 7 and 8.

If at step 701 it is determined that the selected timer 2 is not related to a purchased event,

then the variable PURCH_FLAG is not set to 1, the timer is cleared at step 711 and the

PURCH_FLAG is set to 0, at step 713.

Please **add** the following new paragraph on page 30, between lines 25 and 26.

If at step 805, it is determined that the purchase is not cancelled, the program of Fig. 8

proceeds to the point of entry (POE) at step 814.